

Computer Graphics

Lecture 11

Barycentric Coordinates
Ray-Triangle Intersection

Announcements

- Tomorrow: live lecture, no videos
- Friday: read the A2 handout ahead, find a partner
 - can't be the same as your A1 partner
- Remember to fill out the Week 3 Feedback survey by Thursday evening

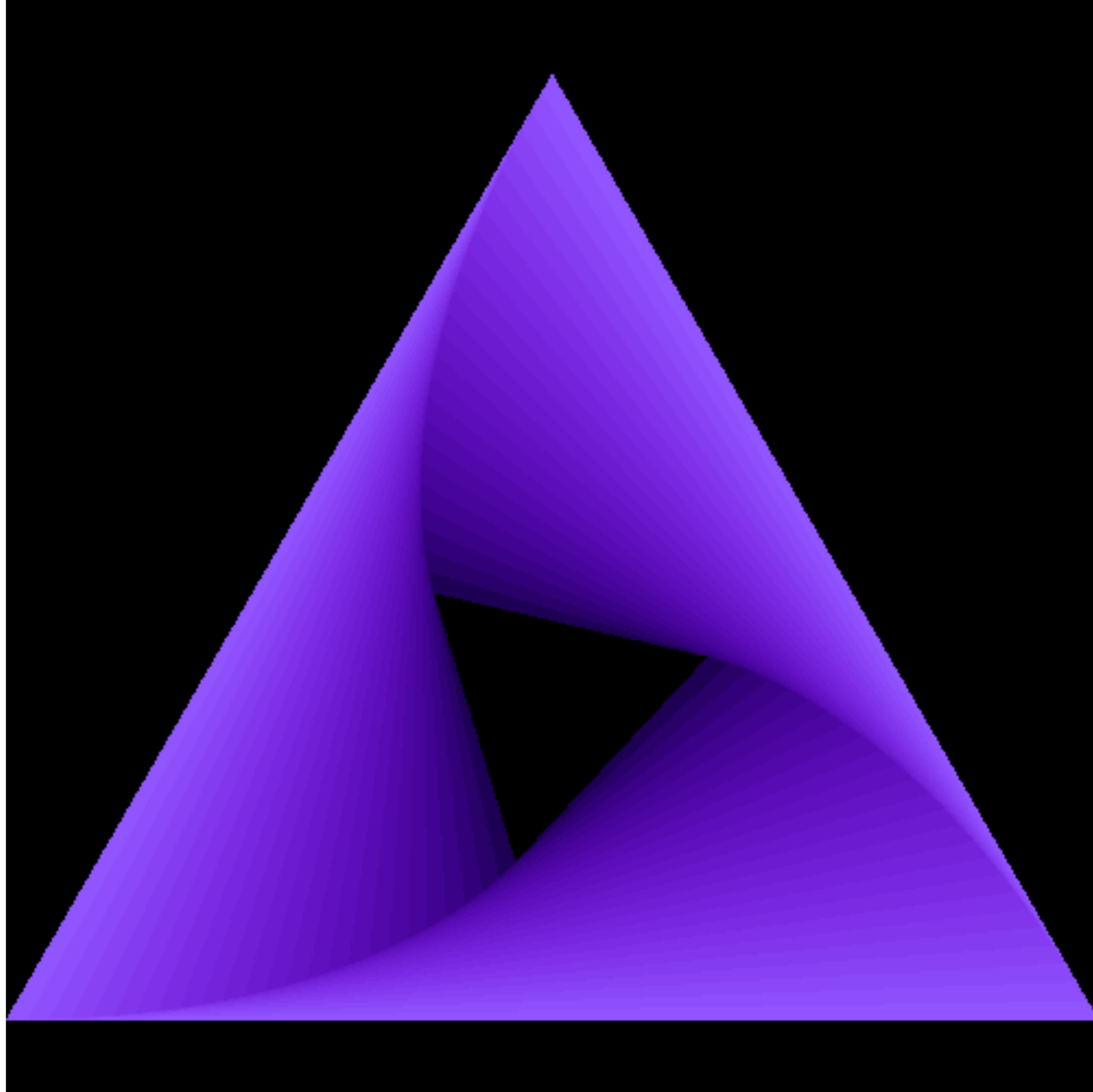
A0 Artifact Voting Results

- Three clear frontrunners

Third Place - Raleigh Hansen



Second Place - Ibrahim Ahmed



First Place - Alex Wesolowski



Goals

- Know how **barycentric coordinates** are defined and interpreted.
- Know some useful properties of barycentric coordinates.
 - They sum to 1; they are signed scaled distance from edges; barycentric point-in-triangle; proportional areas
- Know how to intersect a ray with a triangle using a barycentric parameterization of the triangle's plane.